CHANNEL F™

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART-17™

Pinball CHallenge

- Pinball Wiz
- Crossover
- Blok Shot
- Cooperation
- Pro CHallenge
- Double Blok

Press Reset, when G? is displayed:

TO PLAY	TWIST/PULL UP
Pinball Wiz	1
Cooperation	2
Crossover	3
Pro Challenge	4
Blok Shot	5
Double Blok	6

Note: If a game is not selected within 10 seconds, Game 1, Mode 1, and Paddle Size 14 are automaticallly selected.

Mode: When M? is displayed, twist hand controller and pull up to select desired mode, 1 thru 32. Mode 33 locks previous mode selected.

Paddle Size: When the Green?14—or Blue? 14—is disaplayed, twist hand controller to select desired length of bar, then pull up.

Hand Controller Action

- Push down: Serves ball.
- Push left/right: Moves paddle left/right.
- Push forward/backward (while moving the left or right): Increases or decreases paddle movement speed.

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---------[VIDEOCART 17: PINBALL CHALLENGE]----------
---------[by Ice Queen Zero]---------
---------[Channel F]---------

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INTRODUCTION
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On paper... when you think about the name Pinball Challenge, you would probably think you are dealing with something related to pinball like bumpers, flippers, launcehrs, etc. Unfortunately, that is not what you are going to see within this game. Instead, you will play a mere Breakout clone and then some.

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For my other guides: http://www.gamefaqs.com/features/recognition/74803.html

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CONTROLS
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Left/Right - move left/right
->Up - speed up
->Down - slow down

PLUNGE DOWN - launch ball
TWIST LEFT - decrease game number/paddle size/mode
TWIST RIGHT - increase game number/paddle size/mode
PULL UP - choose the option

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GAMEPLAY
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The G? appears upon turning the game on, twist left or right to decrease or increase the number for the game. Choose the size of the paddle between 4 and 14 then choose the variation 1 to 33.

Game 1: Pinball Wiz
1 player game and basic form. This is chosen if no choice is made in 10 seconds.

Game 2: Co-op Partners
2 players. Player one can only move the paddle right and player two can only move the paddle to the left. Both players must work in sync of each other.

Game 3: Crossover Partners
Players take turns hitting the ball. Ball changes between green and blue to represent the current player color each time the ball is hit.

Game 4: Pro Challenge
2 player competitive move. One player hits and scores points if he/she hits a block then switches places with the other player who is below. If the top player misses, the bottom player can hit the ball and the top player vanishes while the player remaining will shrink and stay shrunk while still active.

Game 5: Block Shot
2 player competitive mode. The offensive player has to get the ball past the defensive player who tries to prevent the offensive player from scoring by trying to block the ball back before it reaches the blocks. If the offensive player misses and the defensive one hits, the offensive player's big paddle will disappear and the defensive player's blockers will disappear too. The roles are then reversed until that player misses.

Game 6: Double Block
Same as Game 5, blockers stay intact when a shot is missed by one player.

Mode 1: Paddle Shrink 1
Ball shrinks slightly when it touches the top wall.

Mode 2: Paddle Shrink 1/2
Ball shrinks to half its original size when it touches the top wall.

Mode 3: Paddle Change
Each time the ball is hit, it will strink to the next smallest paddle size down to size 4 then it expands to size 14 and starts shrinking again.

Mode 4: Ball Speedup
Ball speed increases with every hit of the paddle. If you hit the red bricks or the top blue bricks, the ball may speed up even more.

Mode 5: Invisible Blocks
Self-explanatory. You can't see the blocks until after you miss the ball after which the remaining blocks will reveal themselves temporarily.

Mode 6: Pro Speed
Extra speed added to the previous modes. They are reserved for variation 17-32 and are an upgrade of variation 1-16. Just add 16 and you will know what game variation you got + Pro Speed.

Extra Notes:
-While there are 2112 variations, there are really 6 different games with 32 different ways to play and 11 default sizes. See the variation section for the 33 variations. The 33rd variation is to replay the previous game over and over.

-The are 6 layers of bricks, the bottom 2 layers (green) are worth 1 point for each brick. The middle 2 layers (blue) are worth 4 points and the top 2 layers (red) are worth 7 points each. In all, you should earn 384 points for one set of blocks.

-You are given 7 balls to work with regardless of what mode you are in. You will keep knocking away blocks until all 7 balls are used up and it is game over.

-The way it works is that once all bricks are destroyed and let's say you used up 2 balls to do it, you have 5 balls remaining to clear out the next set of bricks and the cycle goes on.

-The ball bounces in different angles depending on number of times it hits the paddle. After the 4th pattern, it will stay until it reaches the upper blue or red bricks. It'll speed up and keep the first pattern afterwards.

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VARIATIONS
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01: Paddle Shrink 1
02: Paddle Shrink 1/2
03: Paddle Shrink 1 + Changing Paddle
04: Paddle Shrink 1/2 + Changing Paddle
05: Paddle Shrink 1 + Ball Speedup
06: Paddle Shrink 1/2 + Ball Speedup
07: Paddle Shrink 1 + Changing Paddle + Ball Speedup
08: Paddle Shrink 1/2 + Changing Paddle + Ball Speedup
09: Paddle Shrink 1 + Invisible Blocks
10: Paddle Shrink 1/2 + Invisible Blocks
11: Paddle Shrink 1 + Changing Paddle + Invisible Blocks
12: Paddle Shrink 1/2 + Changing Paddle + Invisible Blocks
13: Paddle Shrink 1 + Ball Speedup + Invisible Blocks
14: Paddle Shrink 1/2 + Ball Speedup + Invisible Blocks
15: Paddle Shrink 1 + Changing Paddle + Ball Speedup + Invisible Blocks
16: Paddle Shrink 1/2+ Changing Paddle + Ball Speedup + Invisible Blocks
17: Variation 01 + Pro Speed
18: Variation 02 + Pro Speed
19: Variation 03 + Pro Speed
20: Variation 04 + Pro Speed
21: Variation 05 + Pro Speed
22: Variation 06 + Pro Speed
23: Variation 07 + Pro Speed
24: Variation 08 + Pro Speed
25: Variation 09 + Pro Speed
26: Variation 10 + Pro Speed
27: Variation 11 + Pro Speed
28: Variation 12 + Pro Speed
29: Variation 13 + Pro Speed
30: Variation 14 + Pro Speed
31: Variation 15 + Pro Speed
32: Variation 16 + Pro Speed
33: Lock-In previous selection for subsequent games

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CREDITS
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Fairchild for making the game.
GameFAQs for hosting my FAQ as well as my reviews.
The readers for reading the FAQ.
My grandpa, Jageau "Jagged O" Steile Sr. for having the actual Channel F unit.

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CONTACT ME
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My email address is here if you have any questions to ask about this FAQ or give any suggestions.

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Don't want any email bots.

Check out me and my sisters Youtube page at
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Thank you for reading